

## **USING INTERACTIVE TOOL KAHOOT FOR SOCIAL LEARNING**

An interactive tool is considered to be a way to increase engagement with a target audience by allowing them to interact with each other. Kahoot is known to be a free student-response tool for administering quizzes, facilitating discussions, or collecting survey data. It is a game-based classroom response system played by the whole class in real time. Kahoot uses game-based learning approach to inspire creation and research in students. Its game-based system is very entertaining unlike other traditional quiz procedure.

Kahoot was founded by Johan Brand, Jamie Brooker and Morten Versvik in a joint project with the Norwegian University of Science and Technology. Kahoot was designed for social learning, with learners gathered around a common screen such as an interactive whiteboard, projector, or a computer monitor. The game design is such that the players are required to frequently look up from their devices. The gameplay is simple; all players connect using a generated game PIN shown on the common screen, and use a device to answer questions created by a teacher, business leader, or other person. These questions can be changed to award points. Points then show up on the leaderboard after each question.

Kahoot has now implemented 'Jumble'. Jumble questions challenge players to place answers in the correct order rather than selecting a single correct answer. It offers a new experience that encourages even more focus from players.

Kahoot can be played through different web browsers and mobile devices through its web interface.

Summing up, Kahoot has statistical significant improvement on learning performance compared to traditional teaching and other tools, statistical significant improvement on students' and teachers' perception of lectures, statistical significant improvement on classroom dynamics, and that Kahoot! can reduce students' anxiety compared to traditional teaching and other tools.